## Football Team Generator

Create separate file for each class as shown below and submit a zip file containing all files (zip the whole project folder/module) - it is important to include all files in project module to be able to make proper imports.

Create a class called **Player**. Upon initialization it should receive:

* Private attribute **name: string**
* Private attribute **sprint: int**
* Private attribute **dribble: int**
* Private attribute **passing: int**
* Private attribute **shooting: int**

You should create property only for the name of the player. The class should also have one additional method:

Override the **\_\_str\_\_()** method of the class so it returns**:**

**"Player: {name}**

**Sprint: {sprint}**

**Dribble: {dribble}**

**Passing: {passing}**

**Shooting: {shooting}"**

Create a class called **Team**. Upon initialization it should receive:

* Private attribute **name: string**
* Private attribute **rating: int**

The class should also have a private instance attribute - **players: list** -empty list upon initialization that will contain all the players (objects)

The **Team** class have the following methods:

* **add\_player(player: Player)**
* If the player **is already in the team**, return **"Player {name} has already joined"**
* **Otherwise, add the player** to the team and return **"Player {name} joined team {team\_name}"**
* **remove\_player(player\_name: str)**
* **Remove the player** and **return him**
* If the player **is not in the team**, return **"Player {player\_name} not found"**

### Examples

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| **Test Code** |
| from project.player import Player  from project.team import Team  p = Player("Pall", 1, 3, 5, 7)  print("Player name:", p.name)  print("Points sprint:", p.\_Player\_\_sprint)  print("Points dribble:", p.\_Player\_\_dribble)  print("Points passing:", p.\_Player\_\_passing)  print("Points shooting:", p.\_Player\_\_shooting)  print("\ncalling the \_\_str\_\_ method")  print(p)  print("\nAbout the team")  t = Team("Best", 10)  print("Team name:", t.\_Team\_\_name)  print("Teams points:", t.\_Team\_\_rating)  print("Teams players:", len(t.\_Team\_\_players))  print(t.add\_player(p))  print(t.add\_player(p))  print("Teams players:", len(t.\_Team\_\_players))  print(t.remove\_player("Pall"))  print(t.remove\_player("Pall")) |
| **Output** |
| Player name: Pall  Points sprint: 1  Points dribble: 3  Points passing: 5  Points shooting: 7  calling the \_\_str\_\_ method  Player: Pall  Sprint: 1  Dribble: 3  Passing: 5  Shooting: 7  About the team  Team name: Best  Teams points: 10  Teams players: 0  Player Pall joined team Best  Player Pall has already joined  Teams players: 1  Player: Pall  Sprint: 1  Dribble: 3  Passing: 5  Shooting: 7  Player Pall not found |